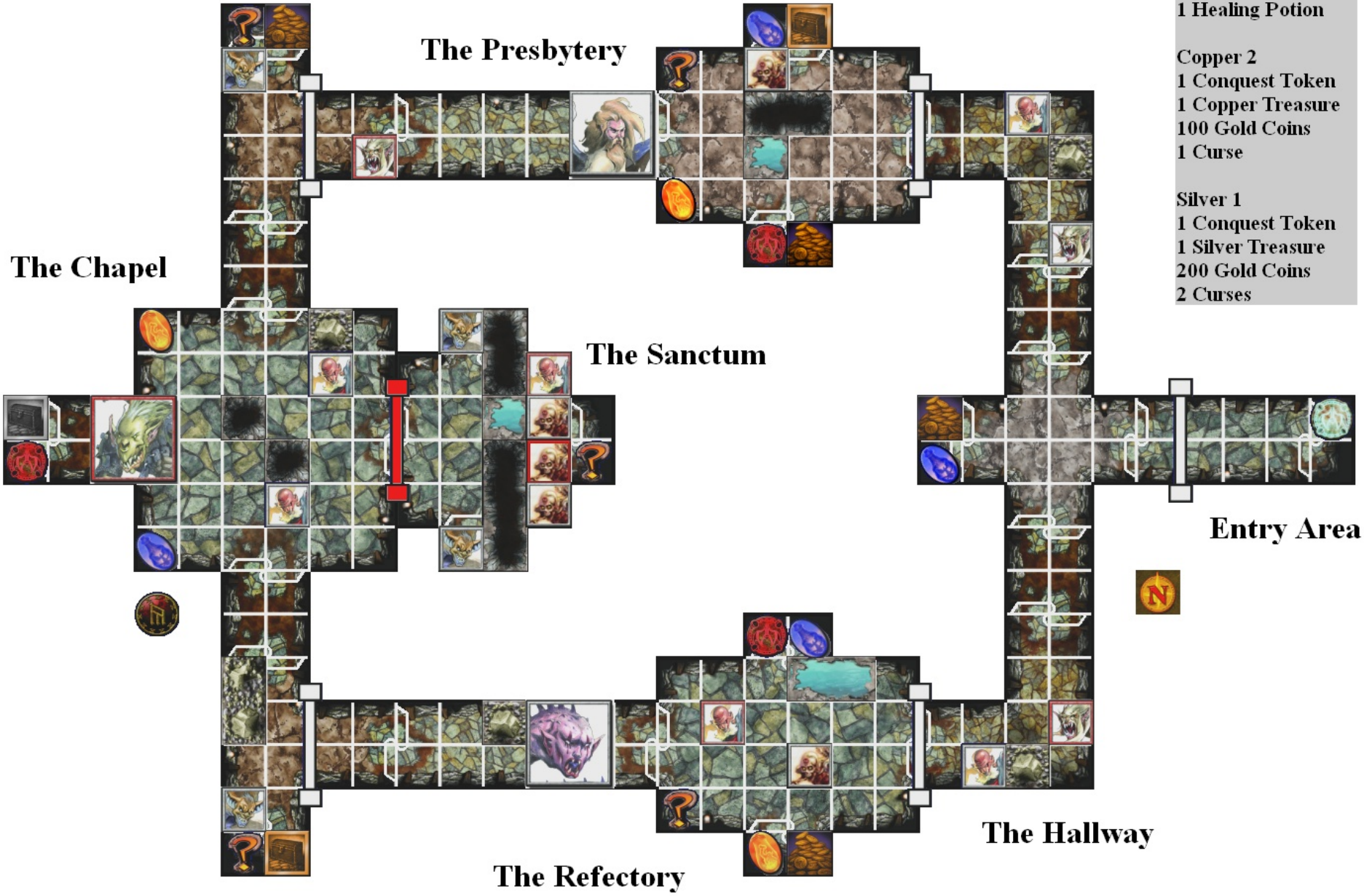

Chests

Copper 1
1 Conquest Token
1 Copper Treasure
1 Healing Potion

Copper 2
1 Conquest Token
1 Copper Treasure
100 Gold Coins
1 Curse

Silver 1
1 Conquest Token
1 Silver Treasure
200 Gold Coins
2 Curses

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Cult Of The Shadow

By DungeonHack

This quest was originally designed as an alternative starter scenario, because we found the initial quest too challenging for a low-sized group. Ideally, however, it will be played with three heroes.

Quest Background

For years the ancient monastery of M'nar stood empty. Now there are rumors about a dark cult and blasphemous rituals practiced in the dark ruins. So far the authorities have ignored the stories, but after the disappearance of several villagers the populace have urged the major to act.
You have responded to the village's call for aid and arrived only yesterday. After having been confronted with stories about eerie lights and sounds in the ruins along with the dead walking among the living you have decided to act and explore that ancient temple.

Quest Goals

You must explore the depths of the monastery of M'nar, find the threat that is responsible for the villagers' concerns and eliminate it. Any treasures found in the complex may be kept and should you manage to activate some of the ancient glyphs of transportation, all the better.
Should you ever run out of conquest tokens the cult will have established a major foothold in the area and the Overlord immediately wins.

Important: This quest theoretically needs more summoner and skeleton models than there are in the box. However, as this quest is pretty linear the Overlord should not run out of models but if this should ever be the case there is one extra rule attached to this scenario:
The Overlord may always (setup and spawn) chose to substitute one or more summoners by skeletons and vice versa. This also includes master figures.

Entry Area

You make your steps through an ancient hallway. The floor is riddled with stones and dirt. The lack of dust however, and visible footprints clearly indicate that there has been activity here recently.

The Hallway

The hallway continues to the north and south. It is as dirty and mud-smelling as the entry way but the sound of footsteps and some hissing noises make you alert. As if on command several creatures appear from distant corners and their eyes fix on you. Angrily they move towards you.

The Presbytery

The Presbytery of the northern part of the ancient monastery consists of an large and dark room that is filled with all sorts of broken things. The decay of time is clearly visible here and pools of water have filled cracks in the floor. As you come closer you realize some pairs of yellow eyes scrutinizing you. The rattle of bones sounds all too familiar to you but you are completely taken by surprise when a mighty manticore jumps from the shadows and directs its deadly tail in your direction.

If the Heroes kill the Manticore give them 1 Conquest Token.
If a Hero ends his movement on the encounter token read aloud:

Beneath a pile of rubble and some very dead and rotten rats you discover some gold coins and a rusty but still usable sword.

Give every Hero 50 gold coins and hand the Hero who is standing on the encounter a sword item card. Then remove the encounter token.

The Refectory

The Refectory of the southern part of the monastery smells of rot and decay. Several broken chairs and tables still litter the floor and dripping water has accumulated in a pool or two. What is more disturbing to you are the evil eyes that pierce through the darkness and a strange slithering noise. As you approach there is a cold and female voice speaking "Kill them, my toys!" before you hear the crackling of bones. An instant later several skeletons emerge from the dark and the snakelike form of a great naga remains barely visible at the far reach of your torch's light.

If the Heroes kill the Naga give them 1 Conquest Token.
If a Hero ends his movement on the encounter token read aloud:

You see the apparent remains of another Hero. His corpse is stripped from all useful items, but in the corner of the room you see something glittering: A green gem! Maybe you will find someone in Town who will buy it from you.

Give the Heroes 1 Conquest Token. Also give the encounter token to the Hero who has moved onto it. He may trade it in Town (at the Market by a "Sell Action" for users of advanced town rules) for 100 gold coins. The Hero may not give the token to other Heroes.

The Chapel

This hallway is vaulted in a gothic style. There are several gargoyles that itch you to smash them right away but right now you are more drawn towards the looming chapel and its dancing shadows, apparently conjured by hidden candles. There are some very disturbing noises coming from the central chamber including a snarling voice yelling out some commands. Slowly you sense activity and hear scuffling footsteps coming in your direction. As you prepare for battle the stone statues of those grinning demons come alive and join the fray with their tearing screams.

There are two encounter tokens here, on in the northern

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section and one in the southern section. If a Hero ends his movement on one of the tokens read aloud the following:

You see an old and rusted lever in the wall. It's socket is much like the mouth of an unknown creature. As you try and push the lever upwards you hear the sound of a heavy crack coming from the central chapel. Wondering about what you just have done you continue your quest.

The Heroes must activate both levers. If they do this read this aloud:

As you push the second lever the crack is even louder than the first one. You perceive a red glow from the central chapel that is illuminating the entire chamber. Then it is gone and what remains is a red rune lying on the floor, apparently having brought there by some hidden elevating device.

Put the red rune key token bottom left beneath the two chasm counters in the central chapel. The Heroes need this key to open the door to the Sanctum.

The Sanctum

The sanctum is dark and cramped. Candles cast an eerie light in this chamber and let shadows dance on the dome-shaped ceiling. Dominating the sanctum you see a great chasm and a pile of bones, like an altar, supporting a bowl of water. Vapours flow from this bowl to the floor and down the chasm, making this place even more discomforting. Suddenly, in the corner of your eyes you see movement and the rushing of wings. Even more, you see a group of figures just across the chasm, one of which is clad in dark and purple robes, just now screaming at you: "Infidels! You have entered the domains of Bal'Sathrak, Keeper of the Infernal Bone Pits. I will be delighted to construct a new altar for him from your bleached remains!"
With that he directs his staff at you and his creatures closing in for the kill.

Important: The master summoner is Nalfareth, a High Servant of the Shadow. He has the attributes of a master summoner with the following alterations:
- Wounds 10, Armour 4, 1 extra green die

If the Heroes kill Nalfareth give them 4 Conquest Tokens. They have won this quest.

If a Hero ends his movement on the encounter token read aloud:

1. If you play this quest as a stand alone scenario:
In the corner of the sanctum you discover a greenish crystal ball. Looking inside you see distorted images of an evil place where skeletons and zombies wander across a seemingly unending plain.
Barely able to withdraw from this compelling sight you take your weapon and, on impulse, smash this ball into thousands of tiny shards. After that the only thing you hear is a ghastly cry from the depths of the chasm. Then, silence.

2. If you play this quest as a campaign (I'm working on it!):
In the corner of the sanctum you discover a greenish crystal ball. Looking inside you see distorted images of an evil place where skeletons and zombies wander across a seemingly unending plain.
As you withdraw from this vision the ball changes in colour and you see the familiar outlines of your home town. On instinct, you smash the crystal ball into thousands of small shards. Almost immediately its place is taken over by an activated glyph of transportation. Where this glyph is leading, however, you can only guess...

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